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- iv. contacting the target screen with the stylus before the timer expires, reaching its pre-determined timeout; or
- v. expires or when the 'left' button of the wireless stylus is released the target screen; OR
- vi. placing the stylus in contact with the target screen and an selecting an object "paste" either by selecting a displayed third object, through touching the screen in a specific 'operating system recognized gesture', or clicking the wireless stylus' right button and choosing 'paste' from the context menu that appears).

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A process for dragging a displayed first object between discontinuous source and target touch-screens of the single virtual desktop of a computer, the first object being known in the virtual desktop by unique parameters, the process comprising:

- contacting a pointing implement to the source touch-screen to select the first object;
- storing the selected first object's parameters in a buffer in the computer;
- moving the pointing implement to the target touch-screen;
- contacting the pointing implement to the target touch-screen where the first object is to be dragged to;
- releasing the selected first object's parameters from the buffer so that the first object is pasted to the target touch-screen.

2. The process as recited in claim 1 further comprising: initiating a timer upon selecting of the first object, the timer having a predetermined timeout; and contacting the pointing implement to the target touch-screen wherein, if contacted before the timer reaches timeout, the selected first object's parameters are released from the buffer so that the first object is pasted to the target touch-screen.

3. The process as recited in claim 2 wherein the first object is moved to the target screen further comprising:

- deleting the selected first object from the source screen if the first object is pasted to the target touch-screen.

4. The process as recited in claim 3 wherein the first object's parameters comprise at least a unique first object identifier on the virtual desktop.

5. The process as recited in claim 3 wherein the first object parameters comprise at least a unique first object identifier, the first object's coordinates on the virtual desktop, and whether the first object's association with the source touch-screen is to be deleted after dragging or to remain as a copy of the first object.

6. The process as recited in claim 1 further comprising: contacting the pointing implement to the source or target touch-screen to select a displayed second object for initiating the storing of the selected first object's parameters in the buffer;

- contacting the pointing implement on the target touch-screen at a paste point where the first object is to be dragged to; and

- contacting the pointing implement to the source or target touch-screen to select a displayed third object for initiating release of the first object's parameters from the buffer so that the first object is pasted to the target touch-screen at the paste point.

7. The process as recited in claim 6 wherein the second object is identified as a copy function and upon selecting the displayed third object, the first object's parameters are released from the buffer so that the first object is pasted to the target touch-screen at the paste point and the first object also remains as a copy on the source touch-screen.

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8. The process as recited in claim 6 wherein the second object is identified as a cut function and upon selecting the displayed third object, the first object's parameters are released from the buffer so that the first object is pasted to the target touch-screen at the paste point and the first object is deleted from the source touch-screen.

9. The process as recited in claim 1 further comprising:

- contacting the pointing implement to the source touch-screen to select the first object;

- actuating a button on the pointing implement for initiating the storing of the first object's parameters in the buffer;

- contacting the pointing implement on the target touch-screen at a paste point where the first object is to be dragged to; and

- actuating the button for initiating the releasing of the first object's parameters from the buffer so that the first object is pasted to the target touch-screen at the paste point.

10. The process as recited in claim 1 wherein the pointing implement is a stylus in wireless communication with the computer.

11. The process as recited in claim 1 further comprising:

- contacting the pointing implement to the source touch-screen at the first object;

- actuating a first button on the pointing implement for selecting the first object;

- actuating a second button on the pointing implement for displaying a context menu on either of the touch-screens;

- contacting the touch-screen displaying the context menu for selecting a first function from the menu for initiating the storing of the first object's parameters in the buffer;

- contacting the pointing implement on the target touch-screen at a paste point where the first object is to be dragged to;

- actuating the second button on the pointing implement for displaying the context menu; and

- contacting the touch-screen for selecting a second function from the menu for initiating the releasing of the first object's parameters from the buffer so that the first object is pasted to the target touch-screen at the paste point.

12. The process as recited in claim 11 wherein the first function from the context menu is a copy function so that when the first object is pasted to the target touch-screen at the paste point, the first object also remains on the source touch-screen.

13. The process as recited in claim 11 wherein the first function from the context menu is a cut function so that when the first object is pasted to the target touch-screen at the paste point, the first object is deleted from the source touch-screen.

14. A process for dragging a displayed object between discontinuous source and target touch-screens of a single virtual desktop comprising:

- providing a timer having a pre-determined timeout;

- selecting an object from the source touch-screen using a pointing implement;

- initiating the timer upon selecting of the object; and

- contacting the pointing implement to the target touch-screen at a paste point where the object is to be dragged to and if contacted before the timer reaches timeout, the object pasted to the target touch-screen at the paste point.